Force Application Strawman

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Force Application				
	Engagement			
		Kinetic fires		
			Fixed Target	
				Above surface
				Surface
				Sub-surface
				Cyber
			Mobile Targets	
				Above surface
				Surface
				Sub-surface
				Cyber
		Non-kinetic fires		
			Fixed Target	
				Above surface
				Surface
				Sub-surface
				Cyber
			Mobile Targets	
				Above surface
				Surface
				Sub-surface
				Cyber
	Maneuver			
		Mobility		
			Above surface	
				Air
				Space
			Surface	
				Land
				Maritime
			Sub-surface	
				Tunnel
				Maritime
			Cyber	
		Counter-Mobility		
			Surface	
				Land
				Maritime

Tier 1 Definition: The ability to integrate the use of maneuver and engagement to create the effects necessary to achieve mission objectives.

- **Issue:** Portfolios and Mission Sets must be decomposed into their individual capabilities IOT reduce redundancy and to accurately bin capabilities IAW Decomposition ROE
- **Recommendation:** Functional decomposition takes precedence over Portfolio/Mission groupings

- **Issue:** The binning of Information Operations capabilities
- **Recommendation:** Electronic Attack, Electronic Warfare Support and Computer Network Attack are application of force capabilities and should be binned under FA

Force Application Seams

Seam topic: Missile Defense (Mission)

Seam with: Protection

Recommendation: Missile Defense be broken down by offensive and defensive capabilities

Rationale: Maintain functional breakdown of the JCAs (Decomposition ROE)

Recommended business rule: Generally speaking, those capabilities used to destroy missiles before they launch is Force Application, once they airborne – they are Protection. Therefore, capabilities that deal with the destruction of airborne missiles remain with Protection.

Seam topic: The ability to enhance friendly mobility and degrade the enemy's mobility (counter-mobility).

Seam with: Logistics

Recommendation: Mobility and Counter-mobility capabilities should fall under FA

Rationale: These capabilities are required for Maneuver (FA Tier 2). IOT Maneuver across the operational environment and gain a position of advantage, a force must have freedom of mobility. Therefore, those capabilities that enhance friendly maneuver and those capabilities that degrade enemy mobility should be binned with FA. Joint Doctrine 3-0 & 3-34 support this position as well as the functional

Force Application Seams

Seam topic: Weapons of Mass Destruction (Mission)

Seam with: Protection

Recommendation: The strike capabilities associated with WMD (eliminate/interdiction/active defense) should be located under FA

Rationale: Maintain functional breakdown of the JCAs (Decomposition ROE)

Recommended business rule: N/A

Seam topic: Where does Force Application stop and Influence Start

Seam with: Influence

Recommendation: Meeting with Influence to continue to refine this seam

Rationale:

Recommended business rule:

Backup Slides

Definitions

- Tier 2 Engagement - The ability to use kinetic and non-kinetic means in all environments to generate the desired lethal and/or non-lethal effects. (FA JFC 5 Mar 04). This includes engaging from all domains (air, land, maritime and space) and the information environment. (JP 3-0)

  - Tier 3 Kinetic Fires – The ability to employ forces that are based on dynamic force (i.e., of, relating to, or produced by motion). (Webster's)

  - Tier 3 Non-Kinetic Fires – The ability to create effects using fires that do not rely upon explosives or physical momentum. (e.g., directed energy, chemical, and biological).

- Tier 2 Maneuver - The ability to move to a position of advantage in order to generate or enable the generation of effects. (FA JFC 5 Mar 04). This occurs in all domains (air, land, maritime and space) and the information environment. (JP 3-0)

  - Tier 3 Mobility – The ability to move military forces from place to place while retaining the ability to fulfill their primary mission (JP 1-02)

  - Tier 3 Counter Mobility – The ability to construct obstacles and emplace minefields to delay, disrupt, and destroy the enemy by reinforcement of the terrain. (JP 1-02)

Force Application Strawman

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5						
Force Application										
	Engagement									
		Employ kinetic fires								
			Fixed Target							
				Above surface						
				Surface						
				Sub-surface						
					Hard & Deeply Buried					
				Cyber						
			Mobile Targets							
				Above surface						
				Surface						
				Sub-surface						
				Cyber				***Alternate construct***		
		Employ non-kinetic fires								
			Electronic Warfare					Fixed Target		
				Electronic Attack					Above surface	
					Directed Energy				Surface	
					Electro-magnetic				Sub-surface	
					Anti-radiation				Cyber	
				Electronic Warfare Support				Mobile Targets		
				Elect Protection					Above surface	
			Computer Network Operations						Surface	
				Computer Network Attack					Sub-surface	
			Obscurants						Cyber	
			Illumination							
		Conduct joint targeting								
	Maneuver									
		Employ, shift, regroup forces						Above surface		
			To the Joint Operations Area						Air	
			Within the Joint Operations Area						Space	
		Provide mobility for joint forces						Surface		
			Eliminate obstacles						Land	
		Delay, channel, or stop enemy mvmt & mnvr							Maritime	
			Interdiction					Sub-surface		
			Counter Mobility						Land	
			Enforce sanctions						Maritime	
			Conduct blockades					Cyber		
		Conduct opnl mvmt and mnvr								
			To the Joint Operations Area							
			Within the Joint Operations Area							
		Control territory, populations, and resources								
			Irregular warfare							

Level 1 Definition: The ability to integrate the use of maneuver and engagement to create the effects necessary to achieve mission objectives.

Issues:

- FA & Influence, particularly in the area of Information Operations. Force Application feels strongly that Electronic Attack and Computer Network Attack are applied force and not within the Influence definition.
- FA and Logistics still need to agree on the wording of where movement ends and maneuver begins (probably when unit being moved is in a combat ready formation).
- Joint Targeting is a seam between w/ BA & C2.
- Combat Engineering is a seam with Logistics; not sure where enhancing mobility/counter-mobility fit in the construct.
- Seam with Protection mentioned above.